UNDERWORLD™

THE ETERNAL WAR

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE

BAD LANGUAGE

FEAR

SEXUAL CONTENT

DRUGS

DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52109

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 66KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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GETTING STARTED

1. Set up your PlayStation®2 computer entertainment system according to the instruction manual. It is advised that you do not insert or remove memory cards (8MB)(for PlayStation®2) or other peripherals once the power has been switched on.
2. Please ensure you always have an analog controller (DUALSHOCK® 2) inserted into Controller Port 1 and you will require at least "66KB" of free space on your memory card (8MB)(for PlayStation®2) in order to save the game information.
3. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
4. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
5. Insert the Underworld disc with the label side facing upwards and press the ⏏ button to close the disc tray.
6. Follow on-screen instructions and refer to this manual for information on using the software.

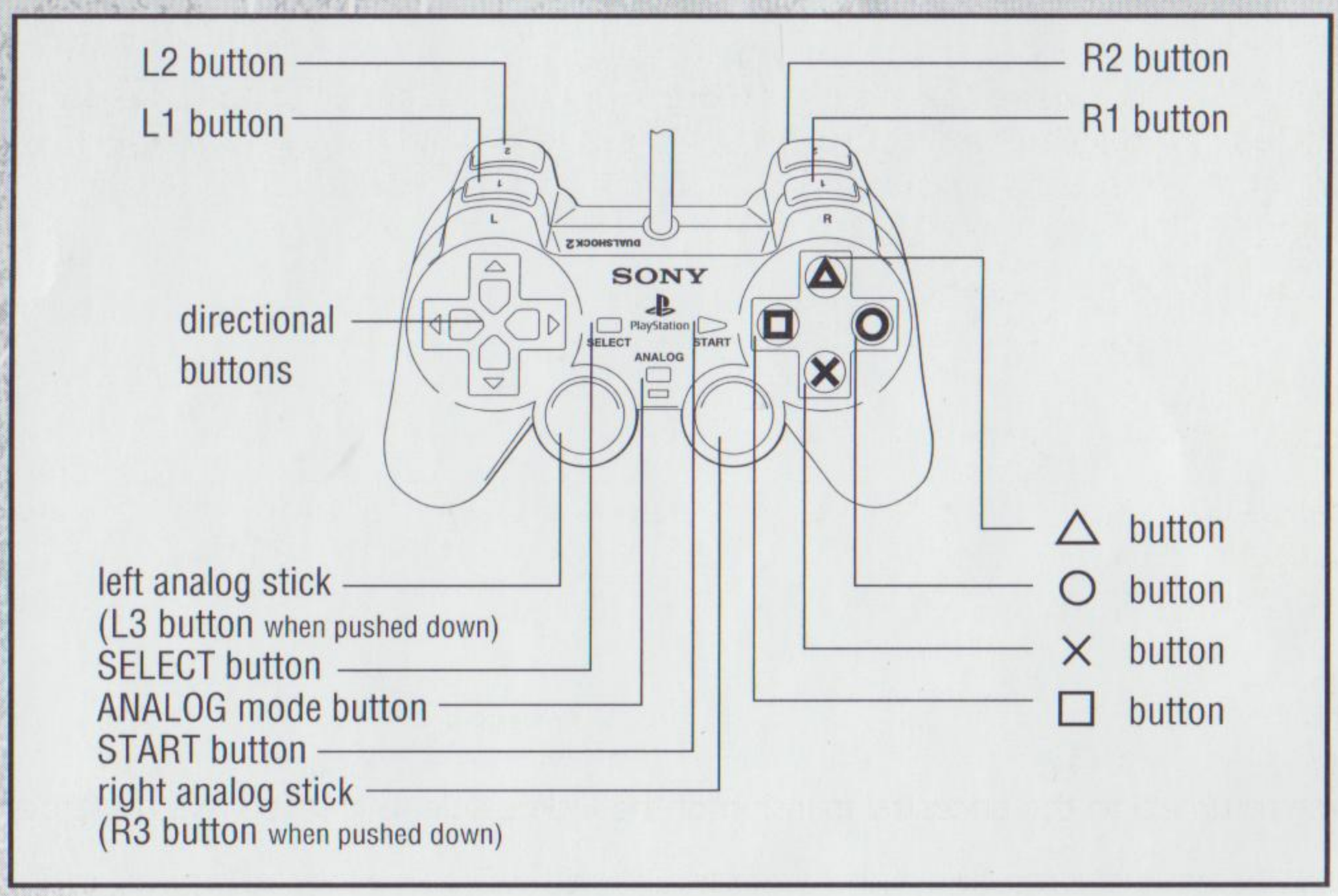
It is advised that you do not insert or remove accessories once the power is on.

Please ensure you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

CONTROL GUIDE

This game may be played with either analog controller (DUALSHOCK®2) - or analog controller (DUALSHOCK®)

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



STORY

Imagine a war that is centuries old, battled in the streets and sewers between two immortal races. After a long history of being hidden the war is about to erupt in plain sight and bigger than ever. While the mortal world cowers these ancient beings turn their city into an epic battleground to determine who will rule the night.

Masses of Vampires are slipping out of the shadows, bristling with modern weaponry and powers ready to end the conflict. Crawling from their dark homes beneath the streets the Werewolves are enraged, itching to tear apart their eternal enemies. Cars explode sending flaming debris, broken glass flies and the very streets themselves quake as a thousand years of hatred boil over.

You are smack in the middle of this. A crucial part, your actions alone determine whether your side suffers a crushing defeat or stands on the corpses of your enemies in victory.

Whether you take the role of the leather clad, Vampire Death Dealer, Selene or the ruthless werewolf, Raze your goal is to lead your side to victory. All the action takes place on a dynamic battlefield where anything can happen – it could look like you are winning when a legion of werewolves drop from the rooftops in a surprise ambush, you could rush in and save a fellow commander who is about to be slaughtered just in time for him to help you fight a massive enemy force – nothing is ever static – if you don't keep on top of the action you won't survive.

The good news is you aren't alone. You have an army of immortal soldiers who've got your back. In the larger battles other commanders lead attacks while you and your squad roam the streets blasting through hordes of enemies, completing objectives, calling in reinforcements at the last minute, and confronting enemy leaders in deadly blood feuds.

The time to fight is now, your guns are loaded, your fangs and claws sharp – it is time to end this eternal war. There is only one question:

Which side will you choose?

HISTORY

Vampire Side

Years passed in peace where the Vampires were able to grow, flourish and fall into decadence. The Death Dealers, longtime protectors of the Coven were nearly obsolete, with no enemies to fight many retired or sought out new dangers to entertain themselves. For a time everything looked perfect, there was only one immortal race that had no challengers to their power. They manipulated the mortal world like graceful puppeteers. Then all hell broke loose.

In the city near the resting place of the Elders Vampires began to disappear. First just a few, it was hardly noticeable but when whole groups vanished it shook the foundations of the Coven. Something was eliminating the Vampires one by one.

Amelia called upon Kraven, the legendary champion and slayer of Lucian, to reinstate the Death Dealers and to swell the ranks. To combat this threat they would need new blood, humans were turned, some willingly risking the chance at immortality while others were taken forcefully.

During this time one of the few Vampires who remained ever vigilant was Selene. She alone refused to believe the Lycans were gone. The recent events rang like an alarm bell. The same day that Kraven returned to the ancestral mansion of the Elders Selene greeted him on the doorsteps.

The Death Dealers were reformed and went straight to work training the new blood. Experienced Death Dealers including Selene scoured the city attempting to find clues to the disappearance of their people. It wasn't long before they encountered the cause…

The Lycans, long dormant had been hidden but not idle. While the Vampires grew weak and complacent they had been slowly infiltrating the city and doing their own "recruiting". The biggest shock to the Vampires were the numbers...in previous engagements they had easily overwhelmed the Lycans. This time it would not be so easy.

It is now up to Selene and the Death Dealers to battle the Lycans and once again push them to the brink of extinction. Can Selene survive the rampaging Lycans and restore peace? Will the Lycans finally gain freedom from the genocidal practices of the Coven? Only you can determine the outcome.

Lycan Side

From out of the pages of history Lucian returned to the Lycans. Beaten and broken, on the verge of starvation, the Lycans rallied to him as a savior, an immortal among immortals. The call went out and Lycans came from every crack and dark crevice in the world. It wasn't long before Lucian had an army he had only dreamt of commanding at his fingertips. Lucian knew that if he were to strike it would need to be at the heart. The Coven's Elders slept below the mansion, defended by a skeleton crew of Death Dealer guards. If the Lycans were fast and brutal he could put this war to an end quickly. During his centuries in solitude Lucian researched the history of both the Vampires and the Lycans. He discovered the truth behind the myths – the bloodline of Corvinus. It occurred to him that combining both Vampire and Lycan into a Hybrid could create an ultimate being, one more powerful than either race. Shortly after his return he met Singe. Though Lucian didn't approve of Singe's sadistic methods he respected his intelligence and dedication to the Lycan cause. Deep under the city they setup his labs, the revelations and horrors have been leading them ever closer to the answer. For every step in the right direction there is a failed experiment or a disappointing miscalculation. Time is running thin and if the Lycans are to survive Lucian knows he must take the fight to the Vampires. Perhaps if he strikes fast enough it will give him the time he needs to finish his research. Even the Vampires couldn't stand against the Hybrid. It is now up to Raze, strongest of the Lycan warriors, and the other Lycans to fight against the hated Coven. If they can distract them for long enough Lucian and Singe will have enough time to create the Hybrid. Will the Lycans rise up and overwhelm the Vampires? Can the Vampires thwart Lucian's plans? Only you can determine the outcome.

Controls

The game controls explained below are based on the default controller configuration. To use alternate controller configurations go to the Options menu and select Control Options.

Moving

The Left Analog Stick is used for movement. Point in the direction you want to move and you'll immediately head that way.

Aiming

The Right Analog Stick is used for aiming. Combining Aiming with movement allows for more complex actions like strafing and circling.

Attacking

R1 is the attack button it shoots the current weapon or performs a hand to hand attack.

Reloading

The R2 button reloads your current weapon assuming you have ammunition.

Reinforcements (Single Player Only)

You start with a squad of two friendly Death Dealers or Lycans that follow you and help in battle. At the beginning of a battle you are given a number of times that you can call on reinforcements, which are represented by small red icons under the experience meter. The L2 button is used to call in reinforcements.

Jump

L1 causes you to jump. Jumping is good for avoiding enemy attacks. Combining a hand-to-hand attack and a jump executes a jumping attack.

Dodging

You can execute dodge moves by combining move, aim and pushing the L3 button. A dodge is performed based on the direction you push. Dodging is good for getting out of the way of enemy attacks.

Switching Weapons

▣ and ◉ allow you to cycle through the weapons.

Using Powers

The △ button activates the current power assuming you have the power energy available to do so.

Switching Powers

The ⊗ button cycles through the available powers.

The Map

The map appears in the upper right corner of the screen (single player). The default view is fully zoomed out which shows the whole level. Pressing directional buttons ➡ zooms the map into a very close view centered on you. The map shows the other squads, the enemy squads and your own squad as colored dots. The map updates in real time so you can get a feel for what is going on all around the level.

Enemy and Friendly Health Meters

The SELECT button enables and disables the health meters for all enemy and friendly units. Even with it off you'll still see health meters for leaders, bosses and other tough enemies.

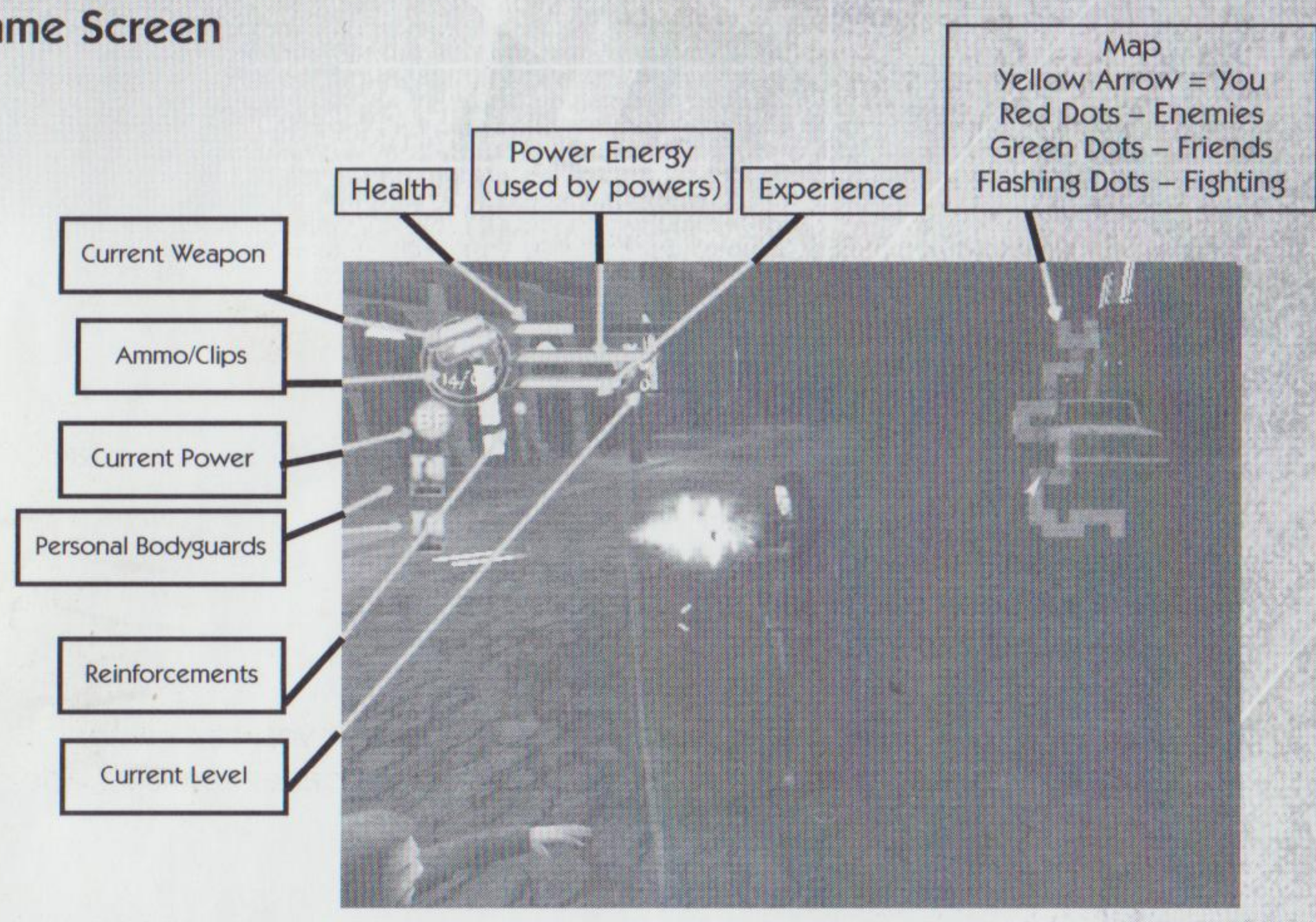
Camera Zoom

Pressing directional buttons ⬆ and ⬇ zooms the camera in and out respectively. During a multiplayer game zoom control is minimal.

Camera Snap

Pressing R3 snaps the camera and attempts to place it in the direction you are facing.

Game Screen



CHARACTERS

Vampires

Selene

Selene is one of the most skilled Vampire Death Dealers. But even with her skill she is still young, especially compared to Kraven, Kahn and most the other Vampires. Her passion for vengeance against the Lycans is second to none – they murdered her entire family.

Julia

Julia comes from a noble family. Against the wishes of her mother and father who are high ranking Vampires she chose the way of the Death Dealer. Her porcelain-skinned beauty hides an ice-cold heart when it comes to the subject of the Lycans.

Erica

Erica is of European descent and traveled to Viktor's mansion to serve under the most prestigious Death Dealer squad. Her combat skills were honed over hundreds of years of battles with the Lycans.

Dawn

Dawn is a recent addition to the Death Dealers. She was turned by accident in an evening of wild debauchery in the city. Though her change was not intentional she has risen quickly in the ranks and has proven to be a powerful warrior.

Lycans

Raze

Big and powerful, Raze is a living engine of destruction. He prefers force to stealth and is built to back it up. The Lycans respect and fear him; he's confronted and killed Lycans just for looking at him the wrong way.

Kurt

An old scarred Lycan who lived through months of Vampire torture in the middle ages. He is a skilled warrior who is good at resisting pain in all its forms.

Zak

Zak is a half crazy Lycan who can hardly sit still. He loves the danger and rush of battle. Though he appears to be irrational Zack is actually very committed to the Lycan cause.

Bruce

Bruce is a big Lycan; he was a prizefighter as a mortal and is known for his physical power. He is often found brawling amongst his Lycan friends. The war offers him the chance to put his violent tendencies to use.

Powers

Lycans and Vampires possess supernatural powers that allow them to do things mortals can only dream of. In the game you'll be able to choose and improve the powers you have growing ever stronger as you complete missions.

Vampire

Speed

By concentrating the Vampire is able to boost her movement. As the vampire moves her form blurs. An added benefit is the ability to reload quicker.

Control Blood Some

Vampires have extreme control over their bodies right down to the cellular level. A Vampire that uses Control Blood is able to force their cells to divide and multiply. In effect this heals the Vampire very quickly.

Bloodfrenzy

The Vampire reverts to a feral state letting her instincts take over. The eyes glow and the vampire becomes nearly impervious to pain. Bloodfrenzy gives a major boost to hand-to-hand damage.

Lycan

Transform

A Lycan's key power is transformation. When called upon a Lycan changes his physical shape, bone structure and muscular build turning from a human into a werewolf. Changing back to human form is free and is activated by using the transform power. When in werewolf form the Lycan moves much fast and is resistant to damage but can only use hand-to-hand attacks.

Rage

An enraged Lycan is a fearsome sight, it's muscles bulge and swell. When raging a Lycan's adrenaline gland goes off the scale boosting his strength. The effect of this is a huge increase in the damage of the Lycan's natural attacks.

Purge

Only the most focused Lycans have learned how to purge their body of harmful effects. A purge expels any harmful substances from the system including bullets, poison or any other elements. A purge heals a Lycan over a short amount of time.

Weapons

Glock Pistol

A semi-automatic pistol is the standard weapon of the Vampire and Lycan forces.

MP5

The MP-5 is a perfect medium range weapon. It can blast fast and accurately in bursts.

Shotgun

The shotgun has limited effectiveness at medium and long range but is a damage dealer up close.

Flamethrower

The flamethrower is a great close range weapon. There are few weapons better suited to stop a charging werewolf.

Rocket Launcher

The Rocket Launcher is a high explosive medium to long-range weapon able to stun a crowd and a direct hit can be fatal.

Throwing Stars

Throwing stars are custom built Vampire weapons. Throwing stars are great stealth weapons as they can slip through the air soundlessly.

Rifle

The Rifle fires slow but hits with force. The shells are so powerful they can blast through more than one enemy doing damage to all they hit. The Rifle is also good for headshots that kill an enemy instantly.

Other Weapons
Underworld has many more weapons, each useful in specific situations. Experiment with them to discover what you like best.

Pickups
Health
Health pickups drop from killing enemies staying on screen for a few seconds. Some that are found in crates last indefinitely.

Full Health
A full health pickup restores 100% health.

Power Power pickups drop from killing enemies staying on screen for a few seconds. Some that are found in crates last indefinitely.

Full Power
A full power pickup restores 100% power.

UV Bullets
UV bullets do a huge amount of damage to Vampires.

SN Bullets
SN (Silver Nitrate) bullets do a huge amount of damage to Lycans.

Reinforcements
(Single Player Game Only) The reinforcement pickup adds a single reinforcement call.

Missions
Experience
Experience points are gained by defeating enemies. Each enemy has a point amount with harder enemies being worth more points. When you have gained enough points a level is gained. Each new levels awards points that can be spent on upgrades. In the game the yellow meter tracks experience progress with the small number to the right being the current level.

Loading and Saving
Loading
A game can be loaded from the main menu. Loading a game restores the game from the last point it was saved. Directly after a load you can choose to have multiple players continue a game.

Saving
You are given the option after each mission to save the game to a memory card (8MB) (for PlayStation®2). During a mission you cannot save you must complete the entire mission.

Multiplayer
In Cooperative mode player can choose to team up and play through the Vampire or Lycan side together. Cooperative mode keeps all players on a single screen. The camera view stretches out to accommodate the other players.

Extras
The extras area has photos from the set and both the short and long trailers for the film as well as a host of other Underworld materials.

Customer Services Numbers

- **Australia** — **1300 365 911**
  Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Österreich** — **0820 500 535**
  0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Belgique/België/Belgien** — **011 516 406**
  Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Danmark** — **33 26 68 00**
  Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

- **Suomi** — **0600–411911**
  17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- **France** — **0820 31 32 33**
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- **Deutschland** — **01805 766 977**
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  Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

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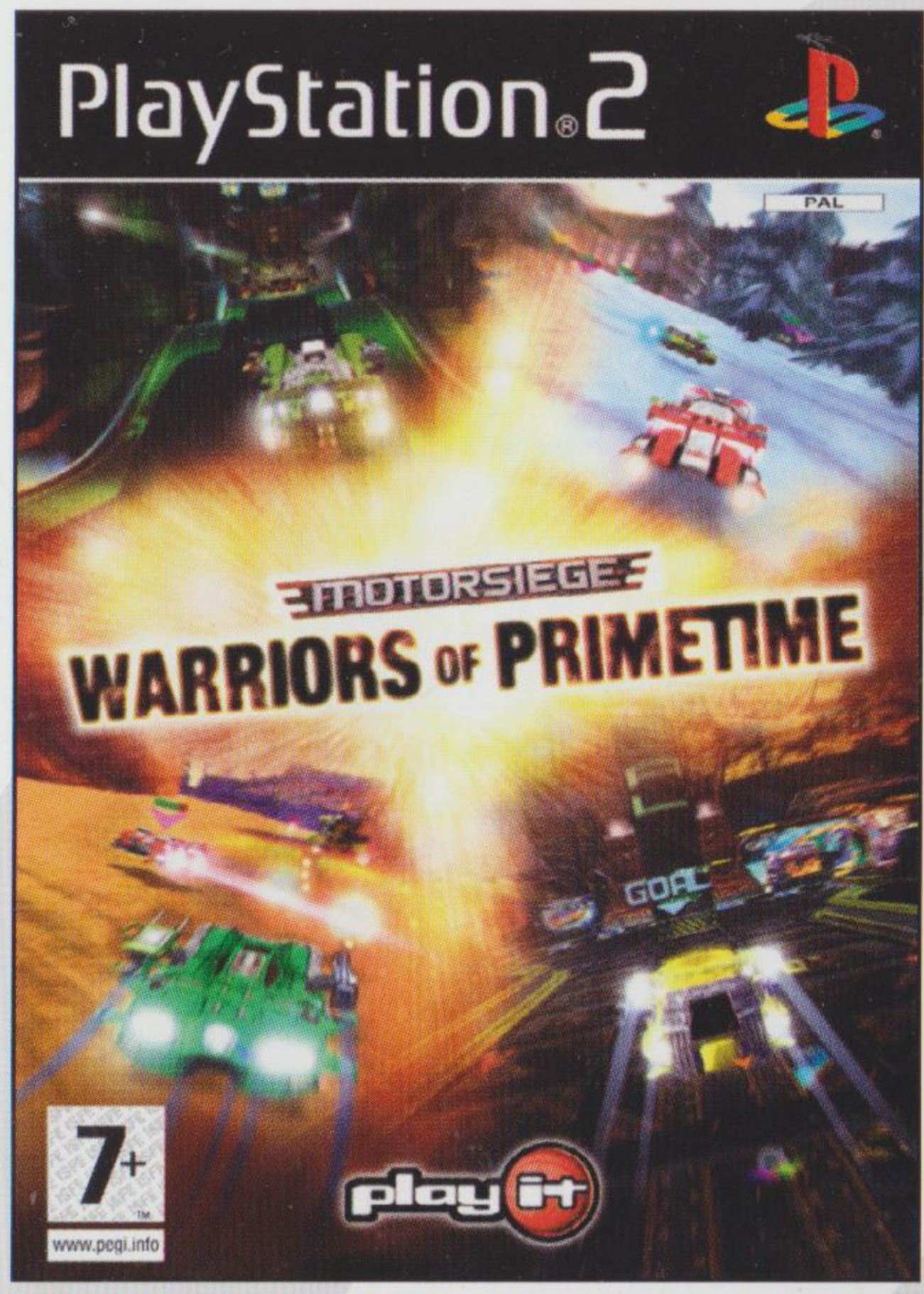

"This is the best vehicle combat game yet to appear on PlayStation®2" Andy Roberts. Games Journalist

"A fist full of fun"
Official PlayStation Magazine

"Perfect stocking filler"
Sun Online

SLES-52109

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